Amendments to the Claims:

Following is a complete listing of the claims pending in the application, as amended:

1. (Currently Amended) A method of playing a game on a server by a user on multiple client devices, the game containing a persistent game world, comprising:

establishing a game state on a game engine running on the server, wherein the game engine includes a protocol handler that supports multiple content protocols simultaneously and facilitates communication between the multiple client devices and the game engine;

disconnecting from the game on the server at a time when the user is at a particular state of the game, wherein the disconnection ends a first session, and wherein the first session is played on a first client device having a first device type, and wherein the first client device and the game engine communicate using a first protocol;

reconnecting to the game at a later time;

transmitting identifying information to the server; and

playing the game in a second session, wherein the state of the game at the beginning of the second session is based on the state of the game at the end of the first session, and wherein the second session is played on a second client device having a second device type, and wherein the second client device and the server communicate using a second protocol that is distinct from the first.

2. (Original) The method of claim 1 further comprising selecting a WML link to advance the state of the game.

3. (Currently Amended) The method of claim 1 wherein at least one of the first or second client devices is a wireless phone.

4.   (Currently Amended) The method of claim 1 wherein <u>at least one of </u>the <u>first or second </u>client device<u>s</u> is a wireless device.

5.   (Original) The method of claim 1 wherein the state of the game at the end of the first session and the state of the game at the beginning of the second session are the same.

6.   (Original) The method of claim 1 wherein the state of the game at the beginning of the second session constitutes a progression beyond the state of the game at the end of the first session.

7.   (Currently Amended) A method for providing a gaming environment for one or more users on client devices comprising:

<u>establishing a protocol handler at a server;</u>

for each client device, maintaining a game state on a server, wherein the server supports multiple content protocols simultaneously<u> via the protocol handler</u>;

when a client device reconnects to the server, transmitting to the reconnecting client device a game state based on the game state maintained on the server.

8.   (Original) The method of claim 7 wherein at least one of the client devices is a wireless phone.

9.   (Original) The method of claim 7 wherein at least one of the client devices is a wireless device.

10.   (Original) The method of claim 7 further comprising providing a game world for a plurality of users, wherein the plurality of users are on a variety of different types of client devices.

11.   (Currently Amended) A computer-readable medium whose contents cause a client device to assist a user in playing a game on a server, the game containing a persistent game world, comprising:

establishing a game state for the game via a player component associated with the user;

disconnecting from the game on the server, wherein the user is at a particular state of the game, wherein the disconnection ends an early session, and wherein the early session is played on a first client device having a first device type;

reconnecting to the game at a later time;

transmitting identifying information to the server, wherein the identifying information is used by a protocol handler at the server, and wherein the protocol handler facilitates communication with multiple client devices each having a distinct device type; and

playing the game in a later session, wherein the state of the game at the beginning of the later session is based on the state of the game at the end of the early session, and wherein the later session is played on a second client device having a second device type.

12.   (Original) The computer-readable medium of claim 11 further comprising selecting a WML link to advance the state of the game.

13.   (Original) The computer-readable medium of claim 11 wherein the state of the game at the end of the early session and the state of the game at the beginning of the later session are the same.

14.   (Currently Amended) An electronic gaming system for providing a gaming environment to one or more users on client devices, comprising:

a connection component for disconnecting from or connecting to the game on the server;

a transmission component for transmitting identifying information to the server, <u>wherein the identifying information is used by a protocol handler at the server, and wherein the protocol handler facilitates communication with multiple client devices each having a distinct platform</u>; and

a game playing component, the game playing component starting a second session at a game state based on a game state achieved during a previous gaming session, wherein the previous session was played on a first client device having a first platform, and wherein the second session is configured for playing on the first client device, on a second client device having the first platform, or on a third client device having a second platform distinct from the first platform.

15.   (Original) The electronic gaming system of claim 14 further comprising a selection component for selecting a WML link to advance the state of the game.

16.   (Original) The electronic gaming system of claim 14 wherein the client device is a wireless phone.

17.   (Currently Amended) A electronic gaming system for providing a gaming environment for one or more players on client devices comprising:

a maintenance component for maintaining a game state on a server for any player, wherein each player can be associated with one or more client devices having distinct platforms;

a ~~connection~~ protocol handler component for reconnecting to the server, <u>wherein the protocol handler component facilitates communication with multiple client devices, and wherein at least some of the multiple client devices communicate using distinct protocols</u>; and

a reception component for receiving a game state at a client device, wherein the game state is based on the maintained game state.

18.   (Original) The electronic gaming system of claim 17 wherein at least one of the client devices is a wireless phone.

19.   (Original) The electronic gaming system of claim 17 further comprising a game world for a plurality of users, wherein the plurality of users are on a variety of different client devices.